

KILLZONE[®] 3

PROTOTYPE 023



SONY



COMPUTER
ENTERTAINMENT

PRECAUTIONS

• This disc contains software for the PlayStation®3 system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®3 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®3. • Read the PlayStation®3 system Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®3 system always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately stop you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

3D HEALTH WARNING

Some people may experience discomfort (such as eye strain, eye fatigue or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides.

Generally we recommend that you avoid prolonged use of your PlayStation®3 system and take 15 minute breaks during each hour of play. However, when playing stereoscopic 3D games or watching 3D video, the length and frequency of necessary breaks may vary from person to person – please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor.

The vision of young children (especially those under six years old) is still under development. We recommend that you consult with your child's doctor or optometrist before allowing young children to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above.

PIRACY

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SYSTEM SOFTWARE UPDATES

For details about how to perform System Software updates for the PlayStation®3 system, visit eu.playstation.com or refer to the PS3™ system's instruction manual.



GRIEF REPORTING

If you experience any unacceptable, inappropriate or unlawful behaviour while playing online, please contact us at <http://ps3reporting.com>

See back page of this manual for Customer Service Numbers.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. For further information visit www.pegi.info.

Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:



The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
www.pegionline.eu



PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PlayStation®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system instruction manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	9	7	5	3	2
PEGI RATING AGE GROUP	18	16	12	7	3

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PS3™ system to enable play.

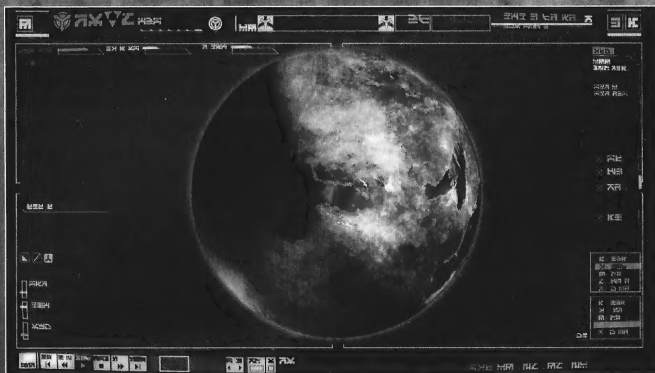
BCES-01007

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ENEMY PROPAGANDA

Live news bulletins of the war with the ISA are being broadcast across the galaxy.



"A new era has dawned here on Helghan. Our glorious Emperor Visari is dead, executed by the merciless ISA invasion force. But they can never break our spirit. Two men – Admiral Orlock and Jorhan Stahl – have stepped forward to lead our people to a glorious victory."

"We are beaming this broadcast so the entire galaxy can witness how the people of Helghan respond to persecution. The ISA will fall and the true power and resilience of the Helghast shall be recognised by all."

"Admiral Orlock is in charge of our navy. He is a strategic genius, a Helghast purist who serves our people with honour. He will not rest until the pitiful remnants of the ISA invasion force have been crushed into the ground."



"Jorhan Stahl is the head of the Stahl Arms Company, the largest weapons research and manufacturing group on Helghan. Our brave warriors have been using his equipment to repel the invaders. Any rumours of dispute between Stahl and Orlock are unfounded and should be dismissed."



"The Interplanetary Strategic Alliance call themselves 'peace-keepers' but there is nothing peaceful about their invasion. Our defence forces have brought the ISA to their knees and their army has no hope of leaving Helghan alive."

"Tomas 'Sev' Sevchenko is responsible for the deaths of many brave Helghast soldiers and must be captured. Sevchenko, if you are listening, our forces are closing in, there is nowhere left to run. You will never see your beloved Vekta again."



"Rico Velasquez murdered Visari with a point-blank bullet. No amount of suffering could serve as recompense for the cold blooded killing of our great leader, but once captured, it is our duty to ensure that Velasquez dies an agonising death."



"Our people will never give up. We will defeat the ISA. These killers will not leave this planet alive. We are stronger and more resilient than any humans. The invaders will suffer. Helghan will never fall – this will be our finest hour."





SOS MESSAGE FROM ISA FORCES



"anybody hear me... this...keeps cutting out...we're trapped... so many dead... I don't know if we can hold out much...there are Higs everywhere...they came out of nowhere...we're outnumbered and...they've upgraded their weapons...and they're shooting at us from above...we've no choice but to face them...fight them till the end...figure out how they fight...turn their own weapons against them...know the enemy...what chance do we...hear me...help us..."

SETTING UP

Set up the PlayStation®3 system according to the instructions in its instruction manual. At start-up, the power indicator light will glow red to indicate that the PlayStation®3 system is in Standby Mode. Press the power button and the power indicator light will turn green.

Insert the Killzone®3 disc into the disc slot with the label side facing upwards. Select the  icon from the XMB™ Menu and press the  button or the Move button to continue. Make sure there is enough free space on the Hard Disc Drive (HDD) before commencing play. Do not insert or remove peripherals once the power is turned on.

Killzone®3 uses an autosave feature. Do not switch off the power when the HDD access indicator is flashing.



XMB™ Menu

NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

USING A PlayStation®Move MOTION CONTROLLER

A PlayStation®Move motion controller can be used to play Killzone®3. For information on setting up and using a motion controller and safety precautions, please refer to the instruction manual supplied with the peripheral or visit eu.playstation.com/help-support/manuals.

Attach the supplied strap to the motion controller and always wear the strap on your wrist during play to help prevent losing your grip on the motion controller.

NOTE: Killzone®3 supports the PlayStation®Move sharp shooter - the ultimate peripheral that combines your motion controller and PlayStation®Move navigation controller together in one streamlined, feature packed design. Killzone®3 does not support the original PlayStation®Move shooting attachment.

USING A PlayStation®Eye CAMERA

A PlayStation®Eye camera is required to play Killzone®3 when using a motion controller. Set the camera to wide angle view (the blue setting) and place the camera on top of or immediately below the television. The recommended distance between the camera and the motion controller is approximately one to three metres.

NOTE: refer to the PlayStation®Eye camera instruction manual for further details on setting up the camera and refer to the PlayStation®Move motion controller instruction manual for additional details on using the camera and motion controller together.

IN-GAME CALIBRATION

Follow the on-screen instructions to calibrate the motion controller and PlayStation®Eye camera before commencing play. It is important that the motion controller is held steadily during the calibration process.

USING A PlayStation®Move NAVIGATION CONTROLLER

The PlayStation®Move navigation controller is an optional additional peripheral that is held in the opposite hand to the motion controller. In Killzone®3, the navigation controller is primarily used to guide and steer your character around the environment.

A wireless controller can also be used for this purpose. For information on setting up and using a navigation controller, refer to the instruction manual supplied with the peripheral.

USING A HEADSET

For online play, Killzone®3 is compatible with USB and Bluetooth® headsets, allowing squads to operate with a greater emphasis on tactics.

Insert a USB headset into any of the USB connectors located on the front of the PlayStation®3 system. To use a Bluetooth® headset, the headset must first be paired with the PlayStation®3 system. Consult the headset's manual to find out how to enable "syncing", "pairing" or "registering" mode.

To set the input/output device for chat and other communication features, select Audio Device Settings from the Accessory Settings Menu in the PlayStation®3 system's XMB™ Menu.

PLAYING THE GAME IN 3D





This game is playable in 2D or 3D. To enjoy stereoscopic 3D features, you will require a 3D TV that supports 3D stereoscopic display and 3D compatible glasses.

3D mode capability should be detected on start-up. Access the Set Up 3D TV option from the Options Menu to turn 3D on or off, or to adjust the level of stereoscopic 3D displayed. Once a game is in progress 3D mode can not be activated or deactivated.







NOTE: if the Set Up 3D TV option is displayed in grey it is disabled and your PlayStation®3 system has not detected your 3D TV. Follow these steps to enable 3D mode:




- Ensure that you have the latest system software installed on your PlayStation®3 system. Further details on system software updates can be found in the PlayStation®3 instruction manual.
- Restart your PlayStation®3 system. On start-up your PlayStation®3 system should automatically detect your 3D TV and guide you through a brief set-up process.
- If 3D mode is not detected, you can activate the set-up process manually via the XMB™ Menu: choose Settings, then select Display Settings, followed by Video Output Settings, then select HDMI and follow the Automatic set-up process.

DIRECTIONAL BUTTONS - MOVEMENT

In this manual, , , ,  etc. are used to denote the direction of the directional buttons and the left stick on the wireless controller or navigation controller, unless stated otherwise.

USING MENU SCREENS

To navigate around menu screens using a wireless controller or navigation controller, press , ,  or  to highlight an option and press the  button to confirm. Press the  button to return to the previous menu screen.

To navigate around menu screens using a motion controller, press and hold the  button and move the motion controller up, down, left or right to highlight an option and press the  button or the Move button to confirm. Press the  button to return to the previous menu screen.

NOTE: press the  button to view Invites that you have received.

DEFAULT CONTROLS

DUALSHOCK®3 WIRELESS CONTROLLER

left stick	Move
right stick	Look
ⓧ button	Jump
⓪ button	Reload
Ⓢ button	Interact with object
Ⓛ button	Switch weapon
L1 button	Melee attack
L2 button	Take cover/crouch
L3 button	Sprint
R1 button	Fire
R2 button	Throw grenade
R3 button	Zoom
PS button	Pause
START button	View objectives
SELECT button	Sniper zoom/direction prompt
↑	Equip sidearm
↓	Equip primary weapon
←	Equip heavy weapon
→	

PlayStation®Move MOTION CONTROLLER

Move motion controller	Aim/look
Rotate motion controller/⓪ button	Reload
Jab motion controller forwards	Melee attack
Move button	Take cover/crouch
T button	Fire
ⓧ button	Jump
Ⓢ button	Interact with object
Ⓛ button	Switch weapon
Ⓢ button	Pause
Ⓢ button	View objectives
Ⓢ button (hold)	Recalibrate motion controller

PlayStation®Move NAVIGATION CONTROLLER

left stick	Move
ⓧ button	Jump
Ⓢ button	Interact with object
L1 button	Throw grenade
L2 button	Zoom
L2 button (hold)	Lock assist
L3 button	Sprint
↓	Equip sidearm
←	Equip primary weapon
→	Equip heavy weapon

NOTE: navigation controller controls also apply to the wireless controller, if one is used with the motion controller.

GETTING STARTED

The language selection screen is displayed on start up. Select your language and press the ⓧ button. Follow the on-screen instructions to adjust the brightness of the display and press the ⓧ button again. Press the PS button or the ⓧ button when the Title Screen is displayed to access the Main Menu.

MAIN MENU

Campaign	Play the single player campaign.
Co-op Campaign	Play through the campaign with a friend in split screen mode.
Multiplayer	Enjoy intense online battles. See the Multiplayer Menu section outlined elsewhere in this manual for more information.
Botzone	Create an offline Botzone game to hone your battle skills against computer-controlled opponents.
Options	Adjust Audio, Display, Set Up 3D TV, wireless controller, motion controller and Language settings.
Credits	View the staff credits.

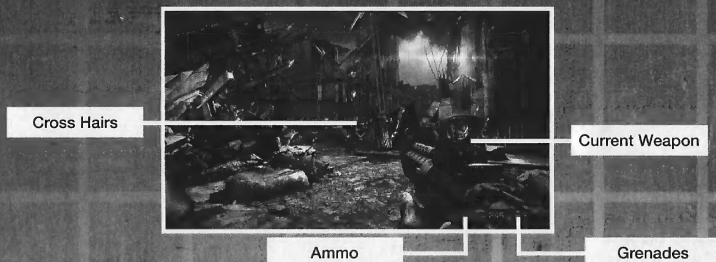
CAMPAIGN MODE

You are Tomas "Sev" Sevchenko, part of the ISA invasion force on Helghan. As a surviving member of the Special Forces unit Alpha Squad, you must fight your way across the unforgiving planet, against a vindictive, merciless enemy, in a desperate attempt to escape Helghan alive.

Choose Campaign to jump into the thick of the action from the beginning, Continue to return to a campaign that is currently under way, or Chapter Select to choose a particular mission from those available. Choose a difficulty level from Recruit, Trooper, Veteran or Elite.

CAMPAIGN MODE GAME SCREEN

NOTE: this screenshot shows a weapon's cross hairs when playing with a wireless controller.



CO-OP CAMPAIGN

Team up with a friend and fight the Helghast together. Cover each other's backs – you are formidable on your own, but as a team you are deadly.

Select a Chapter, then choose a Section and a Difficulty level from Recruit, Trooper, Veteran or Elite.

MULTIPLAYER MENU

Read and accept the supplemental terms before playing online. To play Killzone®3 online you must have set up and be signed into a PlayStation®Network account. You must also accept the terms displayed on-screen to connect to the Killzone®3 online universe. Choose a region from the Region Select Screen.

Find Match

Join a multiplayer game.

Statistics

View a variety of multiplayer stats and leaderboards.


Career Unlocks

Check out the abilities and weapons unlocked for the different character classes.


Unlock Points are earned by ranking up and can be spent on abilities and weapons.

Set up your own clan with friends.

Create Clan

Press the  button to access the Options Menu.

FIND MATCH

Highlight a match type and press the  button to change your Game Preferences. Choose Play with Friends to team up with specific friends.

MULTIPLAYER GAME MODES

GUERRILLA WARFARE

The objective is simple: kill the enemy. The faction that takes out a determined number of enemy troops, or the most enemy troops before the time runs out is the winner.

WARZONE

Warzone features missions that change every time you play. The missions are:

Assassination – As the attackers you must kill the target enemy before the time runs out. As the defenders you must protect the assassination target.

Search and Destroy – The attacking faction must plant two explosive charges within the set time to make the enemy object explode. The defending faction has to protect the object from being blown up.

Search and Retrieve – Pick up and return more propaganda speakers than the enemy within the given time, or return three propaganda speakers before the enemy does.

Capture and Hold – Capture, secure and hold specific areas and defend them for longer than the enemy in the given time.

Bodycount – Take out more enemies than the opposition in the set time.

OPERATIONS

The ISA and Helghast battle for control of specific objectives in three missions:

Search and Destroy – The ISA have to plant explosive charges to make progress, the Helghast have to stop them. Once planted, the explosive charges cannot be defused.

Capture and Hold – By capturing and holding certain locations, the ISA earn points. If they earn enough points in the given time they will win the mission. To stop the ISA gaining points, the Helghast can capture and hold the areas.

Scavenge and Retrieve – The ISA must secure a specific area, find a battery and take it to the return point. To stop them, the Helghast must capture and hold a battery location or kill the ISA battery carrier.

Note: after an online multiplayer game, a post-match results screen is displayed. This screen shows various information including stats, score, ribbons gained and current rank.

CAREER UNLOCKS

For each career a series of additional skills and weapons can be unlocked as you excel on the battlefield. Each career path has three levels of primary and secondary skills to unlock, and three primary and secondary weapon types. Can you make it to the top of your chosen vocation?



INFILTRATOR

Hides in plain sight and uses deception to confuse the enemy.
Can earn the ability to plant and defuse explosives quicker than anyone else.

Primary ability: Disguise

Infiltrators can disguise themselves as a member of the opposing faction.

Secondary ability: Survivalist

Increases sprint speed and stamina.



TACTICIAN

Brings order from chaos and turns a hostile battlefield into a controlled war zone.
Can earn the ability to deploy sentry drones.

Primary ability: Tactics

The Tactician can capture spawn areas – where players enter the battlefield and regenerate – thus allowing all faction members to spawn there.

Secondary ability: Recon

Temporarily marks enemy positions on the mini-map.



FIELD MEDIC

Depending on their skill level, Field Medics can restore different amounts of health to wounded soldiers and can provide ammunition and explosives. They can also earn the ability to survive injuries that would prove fatal to others and can call on a Medi Droid to provide protective covering fire.

Primary ability: Revive

Field Medics are able to heal wounded players and provide ammo.

Secondary ability: Triage

Field Medics can regenerate their own health and the health of nearby allies.



ENGINEER

Can craft turrets from virtually nothing, hack into enemy turrets and repair just about anything.

Primary ability: Repair Tool

Engineers repair damaged or destroyed ammunition crates, mounted guns and automated turrets, as well as exoskeletons before they are completely destroyed.

Secondary ability: Sentry Turret

Deploy a machine gun turret that automatically targets and fires at enemies within range.



MARKSMAN

From the shadows or at a distance, Marksmen prefer to kill undetected.

Primary ability: Cloak Suit

The Marksman can activate a suit that blends into his surroundings. Killing an opponent or taking damage from bullets or grenades disables the cloak. Firing any weapon will disable the cloak and moving around will reduce its effect.

Secondary ability: Scramble

The Marksman and any allies within 15 metres will not show up on the enemy's radar, even while firing weapons.

NOTE: for further details on multiplayer unlocks, please visit killzone.com and eu.playstation.com

BOTZONE

This is the perfect place to hone your battle skills before taking on the Helghast army.

Map

Add AI Bots

Bot Difficulty

Press **←** or **→** to pick a map.

Press **←** or **→** to choose the number of computer-controlled opponents.

Press **←** or **→** to select from Recruit, Trooper, Veteran or Elite difficulty levels.

PLAYING THE GAME

All controls in this section refer to the default configuration for a wireless controller. Controls may differ if using a motion controller or an alternative configuration.

USING WEAPONS AND EQUIPMENT

"...got some intelligence on the Higs...worse than we thought...they have weapons and equipment far more advanced than...we're nowhere near ready for this but we're not totally defenceless..."

WEAPONS

ISA troops are armed with the M82 Assault Rifle and can carry a primary weapon, heavy weapon and a sidearm at any one time. Replacement weapons can be collected from defeated enemies or comrades. Press and hold the **△** button to collect an available weapon.

Some mounted weapons can be ripped from their turrets. Press the **△** button to collect an available weapon.

Press the **△** button or the **←**, **→** or **↓** directional buttons to switch between the weapons in your inventory. Press the **R3** button to zoom in on a target.

AMMO

Ammunition for the equipped weapon can be collected from defeated soldiers or from weapon crates scattered across Helghan. The crates will flash to alert you of their presence. Approach a crate and press the **△** button to stock up.

GRENADES

Press and hold the **R2** button to arm a grenade and release the **R2** button to throw it. The longer you hold the **R2** button, the longer the grenade will "cook"; indicators on the side of the grenade build up to indicate how much time is left before it detonates. Before throwing a grenade, move the right stick to adjust the throw's height and direction.

HEAVY DUTY MACHINERY

"...get hold of the jet packs...don't know how to use them...figure it out...attack the Higs from the skies...we've got the tanks and exoskeletons...do major damage with them...not everyone has been trained in how to use them...better learn quick..."

USING MELEE ATTACKS

"...time to get nasty...what the Higs can't see they can't fight so we gotta tread lightly...sneak around...use your knife to good effect...the butt of your gun and even your hands can be very dangerous weapons..."

Approach an enemy soldier and press the **L1** button to use a brutal melee attack.



SPRINTING AND TAKING COVER

Press the **L3** button and move the left stick to sprint. Press and hold the **L2** button to take cover behind walls or vehicles. Push the left stick **↑** to peek from behind cover and press the **R1** button to shoot. Press the **△** button while behind cover to vault over it. Hold the **L2** button while sprinting to slide – this can be used to slide quickly behind cover or to knock down enemies.

REVIVING DOWNED COMRADES

If a comrade is seriously injured in the field, an indicator will be displayed on-screen. Press the **△** button when close by to revive them with a special defibrillator.

OBJECTIVES

Objectives are added regularly as you progress through your mission. Press the  button to view your current objectives. Press the  button during battle to view an on-screen direction marker which should lead you towards the next objective point.

PAUSE MENU

Resume

Jump back into the action.

Restart Last Checkpoint

Go back to the previous autosave checkpoint.

Restart Section

Return to the beginning of the section.

Options

Adjust Audio, Display, wireless controller and motion controller settings.

Quit

Exit the battlefield.

Uses Bink Video. Copyright (C) 1997-2011 by RAD Game Tools, Inc.



For Help & Support please visit: **eu.playstation.com** or refer to the telephone list below.

Australia

1300 365 911

Calls charged at local rate

Österreich

0820 44 45 40

0,116 Euro/Minute

Belgique/België/Belgien

011 516 406

Tarif appel local/Lokale kosten

Česká republika

222 864 111

Po – Pa 9:00 – 17:00 Sony Czech. Tarifováno dle platných telefonních sazeb.
Pro další informace a případnou další pomoc kontaktujte prosím
www.playstation.sony.cz nebo volejte telefonní číslo +420 222 864 111

283 871 637

Po – Pa 10:00 – 18:00 Help Line
Tarifováno dle platných telefonních sazeb

Danmark

70 12 70 13

support@dk.playstation.com Man–fredag 18–21; Lør–søndag 18–21

Suomi

0600 411 911

0.79 Euro/min + pvm fi-hotline@nordiskfilm.com
maanantai – perjantai 15–21

France

0820 31 32 33

prix d'un appel local – ouvert du lundi au samedi

Deutschland

01805 766 977

0,12 Euro/minute

Ελλάδα

00 32 106 782 000

Εθνική Χροσση

Ireland

0818 365065

All calls charged at national rate

Italia

199 116 266

Lun/Ven 8:00 – 18:30 e Sab 8:00 – 13:00:
11,88 centesimi di euro + IVA al minuto Festivi: 4,75 centesimi di euro + IVA al
minuto Telefoni cellulari secondo il piano tariffario prescelto

Malta

23 436300

Local rate

Nederland

0495 574 817

Interlokale kosten

New Zealand

09 415 2447

National Rate

0900 97669

Before you call this number, please seek the permission of the person
responsible for paying the bill. Call cost \$1.50 (+ GST) per minute

Norge

81 55 09 70

0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt
support@no.playstation.com Man–fredag 15–21; Lør–søndag 12–15

Portugal

707 23 23 10

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902 102 102

Tarifa nacional

Россия

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Sverige

08 587 822 25

support@se.playstation.com Mån–Fre 15–21, Lör–söndag 12–15

Suisse/Schweiz/Svizzera

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Tarif appel national/Nationaler Tarif/Tariffa Nazionale

UK

0844 736 0595

Calls may be recorded for training purposes

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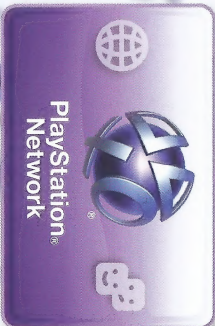


This symbol may be used on batteries in combination with additional chemical symbols. The chemical symbols for mercury (Hg) or lead (Pb) will appear if the battery contains more than 0.0005% mercury or more than 0.004% lead.

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enjoying
PlayStation®
Network



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- Play your part in great communities like LittleBigPlanet™, Killzone®, Buzz!™, SingStar™ and PlayStation®Home
- Chat to friends and family and surf the web on your own TV
- Get info on the latest games, movies and accessories with regular newsletters

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JOIN IN

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PlayStation Network